# Dreamcast

# Dreamcast™

*Shenmue II*

From a distant land in the East, across the sea, he shall appear.
He does not know of the strength hidden deep within him,
A strength that could destroy him,
A strength that can fulfill his wishes,
When he is ready, he shall seek me,
And we shall walk the rocky path together.
I will wait....
This encounter has been my destiny since ancient times.
A dragon shall emerge from the earth,
and dark clouds shall obscure the heavens.
A Phoenix shall descend from above,
its wings will create a purple wind in the midst of the pitch-black night,
and a single star shall shine, alone...

## ~ FREE ~

### Full Reactive Eyes Entertainment

Go wherever you want to go, see whatever you want to see,
investigate whatever you want to investigate.
In this world, the passage of time is both realistic and true.
A refreshingly cool morning breaks and transforms into
a warm, sunny afternoon. The beautiful sunset of early evening
fades slowly into a quiet and still night.
When it rains, it rains.. When it snows, it snows.
At times it forever continues.
Here, life is meaningful.
There are people here who take daily walks in the park,
who work hard everyday to make a living, shop owners
selling their goods, children playing, housewives gossiping,
everyone living their own unique, everyday lives.
Yes, this world is a real world.
Meet and interact with numerous people.
Learn and develop through a variety of experiences.
A compelling and majestic production that will engulf your
entire existence.

Thank you for purchasing Shenmue II. Please note that this software is
designed only for use with the Dreamcast console.
Be sure to read this instruction manual thoroughly
before you begin your journey.

CONTENTS ─────────────────────────────

"Shenmue II" is a memory card compatible game.
[Visual Memory (VM) unit sold separately].
System File: 4 blocks.
Game File: 18 blocks each (up to 3 files)

### ATTENTION !
"Shenmue II" is purely fictional. Any resemblance to both people and/or
organizations is purely coincidental.

The year is 1986, the location is Yokosuka, Japan.
It's a usual, tranquil day in the life of Ryo Hazuki, but suddenly it is forever shattered
by the unexpected arrival of unwanted visitors.
A man wearing dark green Chinese clothes appears at the Hazuki family home,
followed closely by his black-suited thugs..
Known as Lan Di, he uses his knowledge of the almighty kung fu and kills Ryo's
father, Iwao, taking away a mysterious Mirror, which he clearly came for.

Vowing to seek revenge, Ryo embarks on a journey to find his father's killer,
but to no avail.

Later, Ryo is given a letter addressed to his late father.
The letter was sent by a man called Yuanda Zhu and warned of danger, but also told
of a person that could be relied on if something happened. This person was called
Master Chen and Ryo was eager to find him. He explained to Ryo that Lan Di was
one of the leaders of the Chiyoumen, and based on the fact that he had already
obtained one sacred mirror, he was likely to be in search of the other,
as together they made a pair...

Ryo eventually found the mirror, also known as the Phoenix Mirror, but was still
eager to seek Lan Di and avenge his father's death. Master Chen told of news that
Lan Di had left for Hong Kong, so Ryo decided to pursue, but an unknown attacker
decided to make his move and punish Ryo once and for all.

Strong willed and fighting off his attacker, Ryo also came face to face with
the Mad Angels, closely connected with the Chiyoumen. With the help of Guizhang,
Master Chen's son, they put an end to the wrath of the Mad Angels.
Master Chen then gave Ryo a letter, which introduced a man called Lishao Tao,
he would help once Ryo departed for Hong Kong.

Who is Yuanda Zhu, the sender of the letter?
What is the hidden mystery behind the Phoenix Mirror?
Where is Lan Di, the killer of Ryo's father?

Ryo arrives at Hong Kong with many questions unanswered, as he begins his journey
to seek the truth behind these mysteries.

# STARTING GAME PLAY

## Regarding the Multiple Discs

When playing "Shenmue II" for the first time, insert "Disc 1" into your Dreamcast console and start a new game.

When continuing a game from any disc using saved data, you can resume playing from the corresponding disc by loading the saved data file.

"Disc 4" includes "Digest Movie" of "Shenmue Chapter One Yokosuka ("Shenmue I")" and "Shenmue Collection" where you can enjoy mini games.

As you advance through the game it will become necessary to change game discs. To continue playing simply follow the instructions that appear on the screen describing how and when to change the discs.

## Starting a Game

"Shenmue II" is a one-player game.

Connect the controller you wish to use to Control Port A of the Dreamcast console before turning the Dreamcast power ON.

Once the title screen appears, press the Start Button to display the Start Menu. Use the D-Pad ◀▶ to select a game mode and press Ⓐ to enter your selection.

CAUTION

Insert the VM into Expansion Socket 1 of the Dreamcast Controller.

If you use anything other than Control Port A, or Expansion Socket 1, the game will not function properly.

Never touch the Analog Thumb Pad or Triggers Ⓛ / Ⓡ while turning the Dreamcast power ON. Doing so may disrupt the controller initialisation procedure and result in malfunction.

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# Start Menu

## New Game

Following the opening sequence, a new game will start from the beginning.

Before you start, "Digest Movie" is recommended for those who have never experienced "Shenmue I".

### Start "Shenmue II" from Cleared Game File of "Shenmue I"

If you have a Cleared Game File saved from "Shenmue I," you can carry it over when you start this game. Data such as Game Time, Ryo's Money, Items, and Martial Art Moves will be carried over. Insert the VM with the Cleared Game File of "Shenmue I" into Expansion Socket 1 of the Dreamcast controller, and then select "New Game." Enter your selection when the message "Start Shenmue II from Cleared Game File of Shenmue I?" appears.

### Note
• Some of Ryo's possessions (items) may not be carried over.
• Cleared Game File of "Shenmue I" will not be deleted.

## Continue

The game will resume from the point where you previously saved.

Use ▲▼ to select the tile you wish to load and press Ⓐ, then enter either "Yes/No" when the verification screen appears.

**Saved location**

CAUTION
**Insert the VM into Expansion Socket 1
of the Dreamcast Controller.**

game when you saved.
Save Time: The time and
date of the Game File when you saved.

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# Start Menu

## Options

Modify various settings of the game.

Use ⬆⬇ to select the setting and ⬅➡ to modify. Return to "Start Menu" by either Ⓐ / Ⓑ.



| Dialog/Text | Set Dialog and Text Mode. |
|---|---|
| Game Mode | : Play using both voice and Text. |
| Text Mode | : Play using Text only. |
| Cinema Mode | : Play using voice only. But you'll be unable to skip conversations. |
| Shenmue Mode | : Play using both voice and Text. Text is displayed when you choose to skip conversations. |
| Sound | Set the sound output to either Stereo or Mono. |
| Analog Thumb Pad | Set the Analog Thumb Pad controls to either Look or Move. |
| Toggle Controls | Switch the controls of 🅛 / 🅡. |

• These modifications can also be made through the System Menu's "Settings" (See p.40) during gameplay.

## Digest Movie

Memorable scenes from "Shenmue I" can be viewed through a specially edited "Digest Movie."

"Digest Movie" can be stopped using Ⓑ during the screening, this will allow you to return to the "Start Menu."



## Shenmue Collection

Play the mini games and Free Battles introduced during the progress of your game for pure enjoyment.

All mini games played during "Shenmue II" can be added to your collection (See p.51).

# ADVANCING THROUGH THE GAME

Assume control of the lead character, Ryo Hezuki, and proceed through the game by gathering information.

Searching for a man named Yuanda Zhu, seeking the mystery behind the Phoenix Mirror, encountering new faces, brings you a step closer to your goal.

## On the Passage of Time

In the world of "Shenmue II", the passage of time is similar to that of the real world, as each and every scene reflects a realistic passage of time.
The people who live in this world go about their lives and undertake their activities in accordance with the passage of time.

As each and every one who participates here, Ryo must also awake from his bed to begin his day and then return to sleep when the day ends.

## Overall Time Limit

Time will pass, even when you are not doing anything.
The game starts on a cold winter's day.

There is no need to rush your way through the game, take your time and admire the scenery if you wish, however, you are expected to reach your goal before the summer comes around.

Enjoy the world of "Shenmue II"...

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# GAME STRUCTURE

The following game modes are available.
For details on game controls used in each game mode, see the page numbers listed below.

## Free Quest

Reach your desired destination freely and search at will. Question and speak with people, gather information, search for clues, etc. to advance through the game plot (See p.28).

## Free Battle

Whenever a battle scene unfolds, use simple combinations of button and trigger commands to help Ryo execute the martial arts moves necessary to defeat his enemies (See p.46).

## QTE

The QTE mode involves participation in short dramatic event scenes in which you must press the controller buttons that correspond to the icons which appear on the game display within a time limit to successfully clear the mode (See p.44).

## Mini games

There are many fun and interesting mini games featured (See p.50).

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# FREE QUEST

This is the main game mode. Navigate the environments freely, engage in conversations and investigate at will to advance through the game.

## How to View the Screen

### A.S. [Action Selector]



[A.S.] is displayed in the upper left corner of the screen. Use ⬆⬇⬅➡ to select an action (See p.33).

### Navigation Map



The Navigation Map will display Ryo's position if he possesses the map of that particular area (See p.37).

### I.S. [Icon Selector]



"I.S." is displayed in the lower right corner of the screen. The icons display the available actions Ryo can take (See p.30).

### Watch/Direction



The watch icon displays the current game time (AM/PM indicates morning/evening). The ring around the watch containing the letters "N", "E", "W", "S" indicates your direction (N- North, E- East, W- West, S- South).The ring rotates whenever Ryo changes direction.

## Basic Controls

**Trigger R — Run**
Press and hold the Trigger R to have Ryo run in the direction that he is facing.
Switches to Ryo's viewpoint when he is positioned in a place where he cannot run.

**Trigger L — Zoom**
Press and hold the Trigger L to change Ryo's viewpoint and then zoom in on any objects surrounding Ryo.

**Analog Thumb Pad — Look**
Have Ryo look in any direction you wish, even while moving or using the zoom.

**D-Pad — Walk**

**Start Button — Help**
Press to pause the game, the help screen will then be displayed (See p.31).

**Button X — Notebook/Action**
Press to open Ryo's notebook (See p.31) or to have Ryo perform actions in accordance with his situation.

**Button Y — System Menu/Money Conversation**
Press to display the System Menu (See p.24) or perform the Money Conversation (See p.32).

**Button B — Cancel/Navigation Merk**
Press to cancel or to have the Navigation Merk displayed (See p.37).

**Button A — Conversation etc.**
Press to have Ryo perform conversations (See p.32).
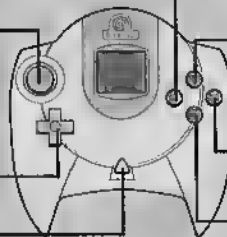
Buttons A / B / X / Y are compatible with the "I.S." icon. "I.S." may vary depending on Ryo's situation (See p.30).

• Press Buttons A,B,X,Y and the Start Button simultaneously to return to the title screen.

• You can change the functions of Triggers L / R and the Analog Thumb Pad in the "Options" (See p.24) or "Settings" Menus (See p.40).

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# FREE QUEST

## Movement

Press ⬆ to move Ryo forwards, ◀ / ➡ to move left or right and ⬇ to turn around. Press and hold 🅁 to make Ryo run in the direction he is facing. The speed at which he runs varies according to how hard the trigger is pressed.

To change direction without moving, press and hold Ⓑ while using the D-Pad. This is useful when you want to inspect your immediate surroundings or to slightly adjust the direction Ryo is facing.

- The Analog Thumb Pad can be used to move Ryo if the settings are changed through the "Options"(See p.24) or the System Menu (See p.40).

## I.S. [ Icon Selector ]

Ⓐ / Ⓑ / Ⓧ / Ⓨ displayed in the bottom right hand corner of the screen will be substituted by various icons on a case-by-case basis. When you press the button which corresponds to the icon, Ryo will undertake various actions.
- There are other icons that exist in particular situations.

**Conversation**
You can initiate or carry on a conversation with

**Action**
Various actions such as punch, kick, and grab will be performed.

**Door**
The door will be opened or knocked on.

**Notebook**
You can open the notebook (See p.31).

**System Menu**
The System Menu will be displayed (See p.38).

**Money Conversation**
Ask about anything related to money such as a part-time job or pawnshops

**Navigation Mark**
The navigation mark function will be displayed (See p.37).

**Cancellation**
Cancel the current action.

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## Notebook

Important things that Ryo has heard or experienced are automatically transferred to his notebook. Select the notebook icon at " I.S." (See p.30) or go to the System Menu (See p.38) to open the notebook.

This is especially helpful when you have forgotten something or need a clue about how to proceed.

Once the notebook is open, use ◀➡ to turn the previous or following page, ⬆ to show the "last page pertaining to game progress" and ⬇ to show the "first page of area information." To close the notebook, press Ⓑ.

## Help

Press the Start Button during gameplay in order to pause the game and display the help screen. This screen provides a simple explanation that relates to the game mode or your location and the game controls that can be used. Press the Start Button whenever you need game control information or aren't sure how to proceed.

The current situation and game controls that can be used are displayed. Press the Start Button again to cancel the help screen and resume playing the game.

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## Conversation

Approach a character in the game and initiate a conversation when the conversation icon (See p.40) appears in the "I.S." Conversations can only be continued while the conversation icon is rotating.

By pressing ❸ during a conversation, you are allowed to skip that conversation. (Depending on the "Dialog / Text" mode selected, the dialog skip function may be disabled.)

To modify the "Dialog / Text" mode settings, select "Settings" from the System Menu (See p.50).

Ryo is not the only character who can initiate conversations. There are some situations in which another character will approach and solicit a conversation with Ryo.

## Money Conversation

As the game progresses, there will be a time when Ryo will need money and the money conversation icon will appear in the "I.S."
When you start the conversation through the money conversation icon, the conversation will be money related. "A.S." will appear with the options "Pawnshop," "Gambling," "Part-time job" and "Quit," so select what you need to ask using the D-Pad.

## A.S. [Action Selector]

An "A.S." will appear in the upper left hand corner of the screen in a given situation, whether you are responding during a conversation, or selecting some type of action.

⬆⬇⬅➡ select a given action.

There is a time limit set for selecting an action. By failing to make a selection within the time allotted, the game will proceed as if you negated that particular situation.

This screen shot depicts an "A.S." of the gambling scene. In this case, you press ⬅ to "Play," press ➡ to learn the "Rule", and press ⬇ to "Quit."

If you are waiting for someone or are waiting to see what will happen, the "A.S." will be displayed with the following options "Wait" and/or "Quit."

If for example you selected "Wait", the time of day will continue to pass by.

# FREE QUEST

## Search

You can search for various objects, such as an advertisement board, a map or a notice board found in a town, as well as items placed in a room. You can seek many objects within Ryo's environments.

### Zoom

If you press and hold **L**, the camera view will shift to a first-person perspective, as if you were seeing the world from Ryo's eyes. While in the first-person perspective, you can zoom in on various objects. Use the Analog Thumb Pad or D-Pad to adjust the camera angle as needed.

• The function of **L** can be adjusted through "Settings" (See p.40) on the System Menu.

### Lock-on

When you approach and use the zoom function on certain objects, the camera will at times automatically zoom in for a super close up and "lock on" to that object.

Press **B** to cancel the lock-on and return the view to normal.

During lock-on it is still possible to move to the nearest lock-on objects by using the D-Pad.

If you want to zoom without lock-on, press and hold **B** while you zoom.

Press **L** to change the camera view to a first-person perspective to examine objects in close-up.

When certain objects are approached using the zoom function, the camera will zoom in close and lock on to the item.

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## Lock-on Actions

"I.S." during lock-on is functional as usual.

Depending on the object that is locked on, a variety of different actions can result.

**Examine** Use the Analog Thumb Pad to adjust the viewing angle and perspective as needed or press **L** to zoom.

**Open** Open doors, drawers, boxes, etc. When there are objects inside use the Analog Thumb Pad to adjust the viewing angle and perspective as needed or press **L** to zoom.

**Pick Up** This will allow Ryo to grab or pick up any objects that can be picked up. Use the D-Pad to adjust the viewing angle and perspective as needed or press **L** to zoom.

**Take** Ryo may keep the objects that can be kept.

• Functions of **L** can be adjusted through "Settings" on the System Menu (See p.40).

### Lock-on to Characters

Characters in this game can also be locked on to. If the conversation icon is displayed in the "I.S." you can speak with that person.

When you lock on to a person who is moving, the camera will automatically follow that character. If you want to stop following, press **B** to release the lock-on.

There are other actions that can be carried out during a lock-on. When you lock on, be sure to check if the action icon appears in the "I.S." and press the button when it does.

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## Chase

Depending on the person Ryo converses with, some characters are nice enough to lead Ryo to a particular destination. After the conversation you will follow the person, who is walking to the destination you have requested.

In this event, you will be in a situation where Ryo is automatically locked on (See. p. 34) to the person he is following without having to do anything.

If you want to stop following, press ⓑ to release the lock-on.

## Navigation Map

When you have the map that corresponds to the area, the navigation map will appear on the bottom left hand corner of the screen. The navigation map rotates when Ryo changes direction for easy tracking. Ryo's present location is indicated as a red dot.

When you need a closer view of the navigation map, press 🅁 and ⓑ at the same time to zoom in.

### Navigation Mark

The map can be marked with a navigation mark. This is useful when you want to mark an important spot for future reference.

To bring up the navigation mark mode, select the navigation mark icon that appears in the "I.S."

By pressing either ⓐ / ⓧ / ⓨ in this situation, a colour-coded navigation mark that matches your choice will be plotted on the map where Ryo is positioned at the moment. Press ⓐ + ⓧ + ⓨ simultaneously when you need to delete any of the navigation marks that are plotted on the navigation map.

### Map Stand

Maps can be purchased at the "Map Stand" on city streets.

# FREE QUEST

## System Menu

Select the System Menu icon from the "I.S." (See p.30) to open and display the System Menu.

By placing the cursor on an item or system icon, the name of the icon will be displayed.

Use the D-Pad to select items or system icons and press Button Ⓐ to enter your selection. To close the System Menu, press Ⓑ.

| | | |
|---|---|---|
| Overall Map | Notebook | Token(s) | Items In Ryo's Possession |

- Save
- Settings
- Moves Scroll
- Collection
- Ryo's Money

- Pawnshop Fliers
- Move Handbook
- Maps
- Album
- Date

**HKS 596   2/23 Mon**
**Overall Map**

Item Name or System Icon Explanation

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## Item

Select an item and press Ⓐ to display the item close up. Use the D-Pad to turn over the item and use Ⓛ / Ⓡ to zoom in and out on the item. To return to the System Menu, press Ⓑ.

### Overall Map

This is the overall map of the area where Ryo is currently positioned. This map will only display areas of each map you have possessed.

The red point seen in the middle of the map indicates your current location. Use Ⓛ / Ⓡ to zoom in and out on the map. You can rotate the map with the D-Pad and have Ryo face in any direction. Collect the map of each area to complete the Overall Map.

### Notebook

Ryo's notebook contains notes of his daily business, important information and other things he has heard or experienced. Select this icon to display the notebook and use the ◀▶ to turn the pages. Press ▲ to show the "last page pertaining to game progress" and ▼ to show the "first page of the area information." The notebook can also be directly opened through the "I.S." by pressing Ⓧ (See p.30).

### Token(s)

Select this icon to display the number of slot machine coins Ryo has in his possession.

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# FREE QUEST

### Save
Select to save the current game data to a Game File (See p.43). Select a file to save the data to and press Ⓐ. When you save the game, you can resume that game through "Continue" in the "Start Menu" (See p.23).

### Settings
Select to modify the game settings. For details on the controls required and the features available, refer to "Options" in the "Start Menu" (See p.24).

### Moves Scroll
This scroll contains details of all of the martial art moves Ryo has mastered. Select this icon to review the moves, their commands and Ryo's current proficiency level. You can also select the move.

### Collection
Select this icon to display Ryo's collection of prizes from the Capsule Toy Machines and elsewhere. Use Ⓛ / Ⓡ to toggle between windows if the collection items are displayed over several pages.
Select an item and press Ⓐ to examine the item up-close. You can rotate each item with the D-Pad and zoom in and out with Ⓛ / Ⓡ.

### Album
Select this icon to display the pictures Ryo has acquired. Select a picture and press Button Ⓐ to display it close up. You can rotate the picture with the D-Pad and zoom in and out with Ⓛ / Ⓡ.

### Maps
Select this icon to display the maps Ryo has collected. Each area has its own map. Select the map containing the area you would like to see and press Ⓐ.

### Pawnshop Fliers
Select this icon to display the pawnshop fliers (Sales Prices List) that Ryo has picked up. A flier is distributed at each pawnshop. Select the flier of the shop you would like to see and enter your selection with Ⓐ.

### Move Handbook
Select this icon to display the move handbooks that Ryo has acquired. You cannot master the moves just by acquiring them. To master the moves, press Ⓐ to see the move handbook. You can acquire the move handbook from someone or purchase it at a store.

### Ryo's Money
For Ryo to earn some money, he can either sell his items at the pawnshop, gamble and win, or get a part-time job. Whenever money is paid or received, the money icon and current amount will be displayed.

$ 20
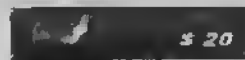
Note that the money in Ryo's possession is displayed in HK$ in "Shenmue II."

• The money Ryo possessed in "Shenmue I" will be automatically converted when you start "Shenmue II," if the game is started through the Cleared Game File saved from "Shenmue I." The currency exchange rate is displayed in the Notebook.

When Ryo has money, he is able to purchase items at stores. However, keep in mind that money is required for important events throughout the game, so you would be wise not to spend it too frivolously.

## Lodging Place

When a day comes to an end, you must select "Sleep" at the lodging place to allow Ryo to go to bed.

After 11:00pm, Ryo will jump to the lodging place automatically and go to sleep.

Press ❹ at the lodging place for the following actions. (These actions will be automatically displayed when Ryo returns to lodging place after 8:00pm.)

Use the D-Pad to select an action from the given options.

"Sleep" will appear only after 8:00pm.

**Sleep** | At the end of the day, Ryo must sleep to replenish his energy.

**Save** | Select to save the current game data to a Game File. Select the file to save the data to and press ❹ (See p.43).

**Settings** | Check or modify the game settings. Refer to "Options" (See p.24) in the "Start Menu" for details on the controls required and the features available.

**Cancel** | Select to close the available options. After 11:00pm, this action will not be displayed as one of the options.

When you are leaving the lodging place, there is a time when an "A.S." will appear with the following options, "Area Name," "From Yesterday" or "From Here."

When you select "Area Name" in this situation, Ryo will jump-start from that particular area. Selecting "From Yesterday" will jump-start Ryo to his previous position.

## Saving
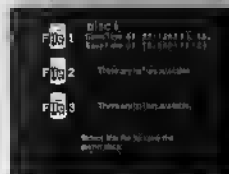
You are allowed to save your game from either the System Menu or by selecting "Save" at the lodging place.

Select the file you need to load with ⬆⬇ and press ❹ to enter. If you already have saved game data in the file, you will be asked if you want to overwrite the file, so answer this by selecting either "Yes/No."

By saving a game, you can resume play by selecting "Continue" on the "Start Menu" (See p.23).

A total of 3 Game Files can be saved on one VM.

In order to effectively continue playing you will need a VM with at least 22 blocks of free memory.

When saving or loading Game Files, never turn the Dreamcast power OFF, attempt to remove the VM or disconnect the controller.

# QTE

As you progress through the story, Ryo will encounter events which will require you to think and react quickly. These events are known as QTE (Quick Timer Event) and are executed via simple one-button commands.

When a QTE occurs, controller command icons (⬆, ⬇, ⬅, ➡, ⓐ, ⓑ, ⓧ and ⓨ) will appear in turn at the center of the game display. While the icon is being displayed, press the corresponding controller button as quickly as possible.



"QTE" icons will appear in the centre of the game display.
If an "ⓐ" icon appears, press ⓐ before the icon disappears.

## Command QTE

When a "Command QTE" occurs, D-Pad and ⓐ, ⓑ, ⓧ and ⓨ icons will appear on the game display.

These icons will blink in a specific order, so make sure to press the correct button configuration in time.



If the "⬆," "ⓐ" icons appear, press ⬆, ⓐ before the icon disappears.
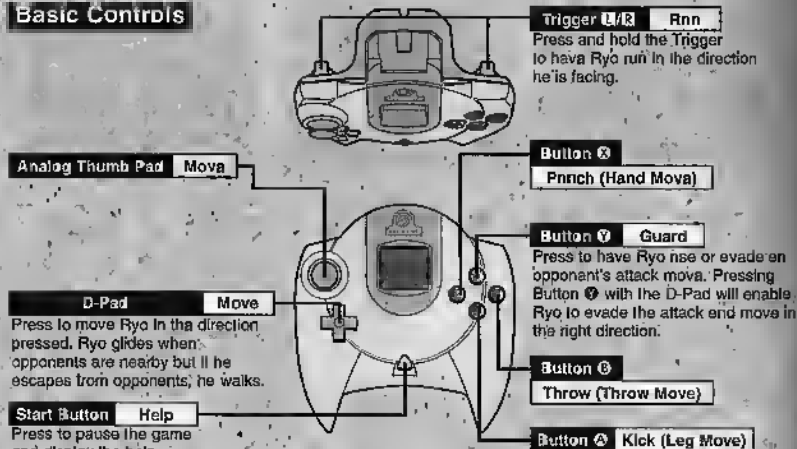
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# FREE BATTLE

As the storyline develops, there are situations in which Ryo must engage in a fight. These fights are not limited to simple one-on-one encounters. On some occasions Ryo must take on multiple opponents in one fight.

During Free Battle a strength gauge will appear in the bottom left hand corner of the game display. Once Ryo and his opponent(s) assume a fighting pose, the Free Battle commences.

Use the many martial arts moves in Ryo's repertoire to attack and defend, slap your opponent down when they're off guard, take advantage of your opponent's power flow when attacked and turn it back on them, be on guard and you shall succeed.

- In some situations, the fight will start from the first-person perspective, but this will not change any of the Basic Controls.

## Basic Controls

**Trigger L/R — Run**
Press and hold the Trigger to have Ryo run in the direction he is facing.

**Analog Thumb Pad — Move**

**Button Ⓧ — Punch (Hand Move)**

**Button Ⓨ — Guard**
Press to have Ryo rise or evade en opponent's attack move. Pressing Button Ⓨ with the D-Pad will enable Ryo to evade the attack and move in the right direction.

**D-Pad — Move**
Press to move Ryo in the direction pressed. Ryo glides when opponents are nearby but if he escapes from opponents, he walks.

**Button Ⓑ — Throw (Throw Move)**

**Start Button — Help**
Press to pause the game and display the help screen (See p.31).

**Button Ⓐ — Kick (Leg Move)**

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## Executing Moves

The various moves can be performed by pressing different combinations of the D-Pad (⬆⬇⬅➡) and Buttons (Ⓐ Ⓑ Ⓧ Ⓨ). Moves that Ryo can execute can be verified through the "Moves Scroll" of the System Menu (See p.48).

### Move Introduction

This section is an introduction to the martial art moves Ryo has previously mastered. These moves are available at the start of the game. The commands described here relate to situations when Ryo is facing to the right and his opponent is positioned on the left. If Ryo is facing left and the opponent is positioned on the right, the D-Pad commands must be reversed.

**• Hand Moves**

| Command | Move |
|---|---|
| Ⓧ | Tiger Knuckle |
| ➡ Ⓧ | Elbow Slam |
| ⬅ Ⓧ | Twist Knuckle |
| ⬅ Ⓧ | Upper Knuckle |
| ➡➡ Ⓧ | Elbow Assault |
| ➡⬅ Ⓧ | Katana Mist Slash |
| ⬅➡ Ⓧ | Pit Blow |
| ⬅➡ Ⓧ | Sleeve Strike |

**• Leg Moves**

| Command | Move |
|---|---|
| Ⓐ | Crescent Kick |
| ➡ Ⓐ | Trample Kick |
| ➡ Ⓐ | Hold Against Leg |
| ⬅ Ⓐ | Side Reaper Kick |
| ➡➡ Ⓐ Ⓐ | Tornado Kick |
| ➡⬅ Ⓐ | Thunder Kick |
| ➡⬅ Ⓐ | Surplice Slash |
| ⬅➡ Ⓐ | Hook Kick |
| ⬅➡ Ⓐ | Against Cascade |

**• Throw Moves (Front)**

| Command | Move |
|---|---|
| Ⓑ | Overthrow |
| ➡ Ⓑ | Sweep Throw |
| ⬅ Ⓑ | Vortex Throw |
| ➡➡ Ⓑ | Mist Reaper |
| ⬅⬅ Ⓑ | Demon Drop |
| ➡⬅ Ⓑ | Shoulder Buster |
| ⬅➡ Ⓑ | Tengu Drop |

- Press when you are close to the opponent.

**• Power Moves**

| Command | Move |
|---|---|
| Ⓧ + Ⓐ | Big Wheel |
| ➡ Ⓧ + Ⓐ | Twin Hand Waves |
| ⬅ Ⓧ + Ⓐ | Backfist Willow |
| ➡➡ Ⓧ + Ⓐ | Avalanche Lance |
| ➡⬅ Ⓧ + Ⓐ | Brutal Tiger |
| ⬅➡ Ⓧ + Ⓐ | Dark Moon |

**• Side Throw**

| Command | Move |
|---|---|
| ⬅ Ⓧ Ⓐ | Swallow Flip |

- To counter opponent's attack.

**• Running Moves**

| Command | Move |
|---|---|
| Ⓧ | Mistral Flash |
| Ⓐ | Cyclone Kick |
| Ⓧ + Ⓐ | Windmill |

- Execute while running.

**• Rear Throw**

| Command | Move |
|---|---|
| Ⓑ | Back Twist Drop |

- Execute when Ryo is behind his opponent.

**• Side Throw**

| Command | Move |
|---|---|
| Ⓑ | Darkside Hazuki |

- Execute when Ryo is beside his opponent.

### Victory and Defeat

Victory is self-explanatory, however, defeat occurs whenever the strength gauge displayed in the lower left hand corner of the game display reaches zero and Ryo is knocked down.
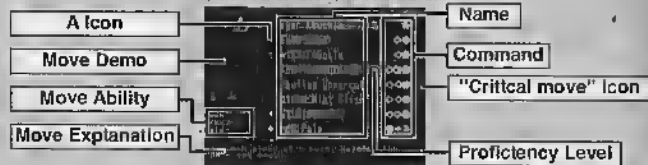
- Failing to execute the QTE that occurs during a Free Battle may count as your loss.

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## Moves Scroll

"Moves Scroll" can be selected through the System Menu.
Here is a list of all the moves Ryo has mastered. The name, commands, and proficiency level for each move can be verified here, and different moves can be selected. New moves that you have acquired and mastered will be added to the "Moves Scroll."



| A Icon |
| Move Demo |
| Move Ability |
| Move Explanation |

| Name |
| Command |
| "Critical move" Icon |
| Proficiency Level |

Use ⬆⬇ to select a particular move. This will display the explanation and ability of that move. When the move has been chosen an image of Ryo will appear on the left hand side of the screen, this can be viewed from a different angle by using the Analog Thumb Pad.

### Move Selection

When the ⓐ Icon appears on the left hand side of the Name, this indicates that there is more than one move for that command. Press ⓐ when the cursor is on such a move to find multiple moves for that command, use ⬆⬇ to select the move you would like to use during a Free Battle.
• If you press ⬅➡ you can directly switch these moves.

**Move Ability**
Moves which have a unique ability, based on the following features.

Power    Attacking power of the move. The longer the gauge, the more powerful the move.
Speed    Agility of the move. The longer the gauge, the quicker the move.
Rigid    Vulnerability of the move. The shorter the gauge, the less vulnerable the move.

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### Proficiency Level

By using the moves during Free Battle, the proficiency level of the move increases.

When you use moves with a higher proficiency level, your opponent's strength gauge will not recover as quickly.

### Critical Move

Moves with the  on the side have a "Critical move attributes" in that move.

Moves that have "Critical move attributes" allow you to unconditionally knock out weaker enemies with one blow.

## Move Instruction



As the game progresses, Ryo will have the opportunity to learn new moves from various game characters. These characters will provide you with precise instructions so simply follow what they say and input the commands accordingly.

Once Ryo is able to execute a move at will, it will be considered an "acquired" move.

When you master a move, it will be added to the "Moves Scroll."

**VM Display (Sold separately).**
If you find it difficult to perform a particular move, the **VM Display** will briefly display a hint that shows the command for that particular move.

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# MINI GAMES

You can play a variety of mini games in "Shenmue II." Introduced here are some of the mini games that can be enjoyed within the game. It you forget how to play a particular game, press the Start Button to display the Help Menu for the game controls.

### OutRun



Use the Analog Thumb Pad to steer the car and race it past each checkpoint within the allotted time. Use L to brake and R to accelerate. Press B to move up a gear and A to move down a gear. To select the music during the title screen use the Analog Thumb Pad.

### AFTERBURNER II



Control your plane with the Analog Thumb Pad and destroy the enemy without getting shot down. B is used for Throttle, R for Vulcan attacks, and A for missiles.

### Arm Wrestling



Compete against the best in an arm wrestling contest. When the match begins, press A as rapidly as you can. Sometimes, there will be a sudden outbreak of QTE during the match so be on your guard!

### Hang On



The Analog Thumb Pad to steer, L to brake and R to accelerate, ride the motorcycle past each checkpoint within the allotted time.

### Space Harrier



Use the Analog Thumb pad to maneuver the character and evade enemy fire and obstacles. Press Button A / B / A / V to attack and destroy enemies.

### Darts 7



Throw darts to earn the highest total score. Press A to throw the dart at the right moment. You can also compete with another player.

# SHENMUE COLLECTION

The "Shenmue Collection" can be found on Disc 4.

Here you can enjoy playing some of the mini games that you've played during the progress of your game.

Select the "Shenmue Collection" from the "Start Menu," and select the Game File you wish to load from the load screen.

The "Moves Scroll" which is saved on the Game File you select here will be used for the "Battle" of the "Shenmue Collection."



## Menus in "Shenmue Collection"

Use ◀▶ to select the mini game category, and press ▲▼ to select the mini game that is registered in the list.

Press A to start the mini game that you have selected.
Press B to return to the "Start Menu."

Press the Start Button in case you need to check how to play, or for the controls. Help for the titles that matches the cursor will be displayed.



The title that appears as "???" is a mini game that is yet to be experienced in the main game of "Shenmue II." Games that are subject to be registered on the list will be included, once you encounter them in the game.

• Each mini game you have played in the main game will be saved to the System File and added to your "Shenmue Collection" allowing access to more more games in this mode.

• Changes to Ryo's scores or money will not affect the main game.

## Ryo Hazuki

Ryo lost his mother during his infancy.
Over the years he devoted himself to
kung fu under the guidance of his strict father.
Ryo is reckless and quick to start a quarrel,
but he possesses strong will.
To solve the mystery of his father's death,
Ryo leaves for Hong Kong, China.
What awaits him there...?



## Shenhua Ling

Shenhua grew up in China surrounded by
mother nature. She has courage combined with
strength and a mysterious innocent expression.
Shenhua is pure, if a little naive, she never
doubts anyone and is very kind. Her destiny will
changes forever when she encounters Ryo.



## Wuying Ren

Ren is the leader of the Heavens, a street
gang which has its own territory in the Beverly
Hills Wharf. He is charismatic and both his words
and actions lead the way. Ren doesn't
trust anyone, and is obsessed with money.
He is also quick-witted and good at gambling.



## Cang Long (Lan Di)

Lan Di uses a mysterious martial art which
is said to have been lost. His cruel eyes
outwit his enemies, who soon lose their fighting spirit.
Those who fight back, are harshly defeated with his
immoral fist.

## Joy

Joy loves to ride motorcycles. She is a very spirited woman who speaks her mind, but tends to be misunderstood by everyone because of her bluntness. The real Joy is gentle and honest.



## Wong

Wong adores Ren as an older brother, and admires his masculinity. He has a strong sense of duty even though he is a young boy and never forgets to return a favour. He is also good with his hands and is particularly good at opening locks. Wong often joins Sam, Larry, and Cool Z in mischief and petty crimes around the Pier area, but he is a good boy at heart.



## Xiuying Hong

Xiuying is fond of Chinese tradition and culture. She is well versed in Taoism, history, and martial arts, specialising in literary and martial arts. Xiuying is a very thoughtful person and always thinks ahead before taking action. She does not speak much, nor does she show much expression, but it seems she hides a great deal of sorrow in her beautiful eyes.



## Fangmei Xun

A fourteen year old girl, Fangmei, is cheerful and likes to help everyone and because of this, she is loved by everyone. Fangmei was adopted by the temple people of Taoism, so she works there to repay their kindness for adopting her. She is respectful of her elders, but will also speak her mind if she sees that something is wrong, although she is neither arrogant or spiteful. Fangmei likes to keep herself busy, taking care of people but goes overboard if someone catches her fancy.